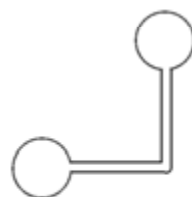
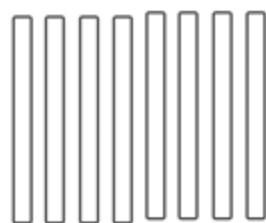


FUTURE
ARRIVADA



MORNINGSTAR

MAPS



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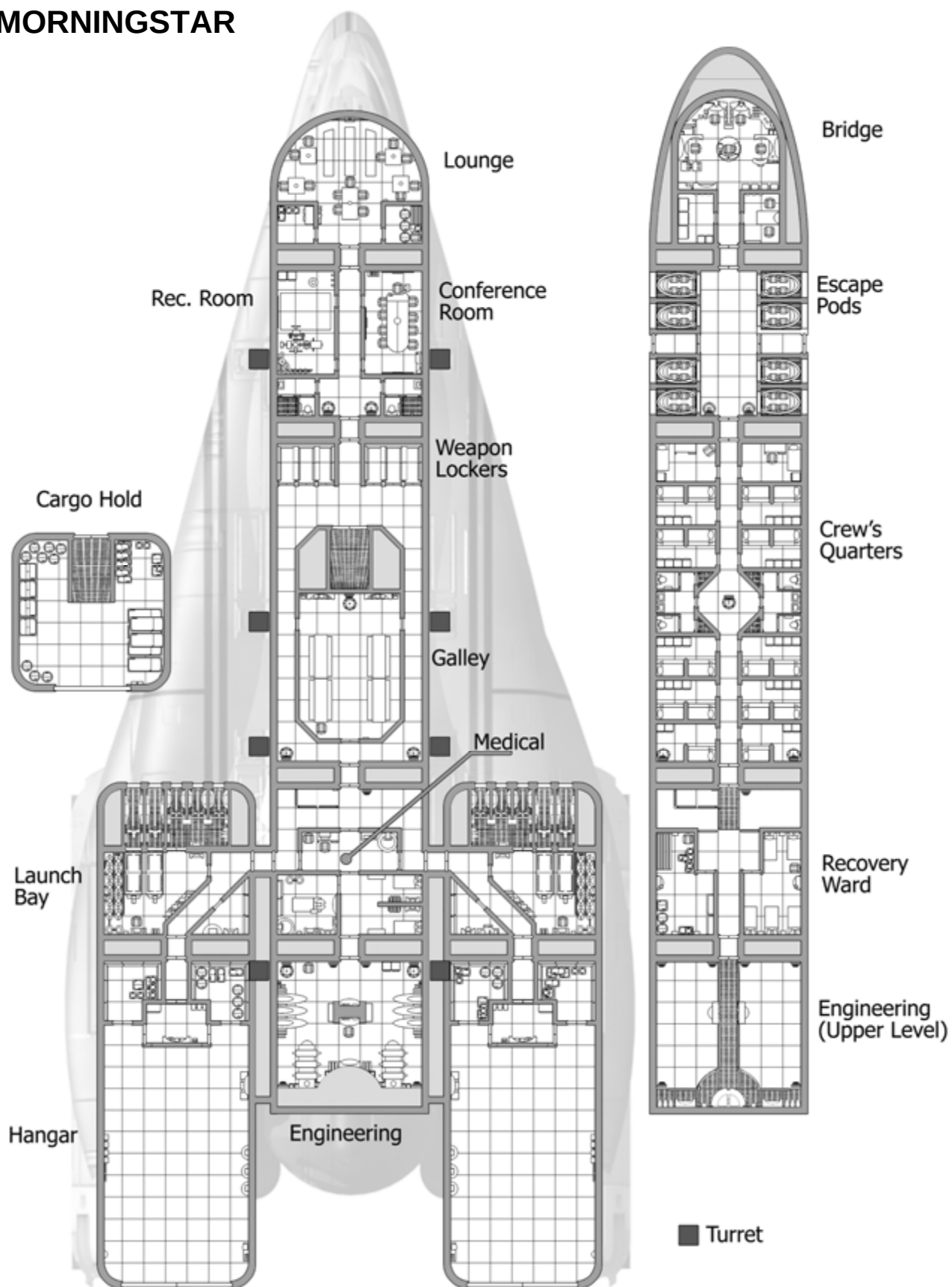
Introduction

The tactical maps in this document are designed for use with miniatures; the squares represent 5ft (or 2m) spaces and the areas are laid out so that the pages can be cut and then put down edge-to-edge as they are explored.

And speaking of squares, it should be pointed out that those squares on the floor are not necessarily meant to be physically present in the environments depicted, regardless of what the shading seems to indicate. That's just artistic license (plain old grid lines get rather dull after a while).

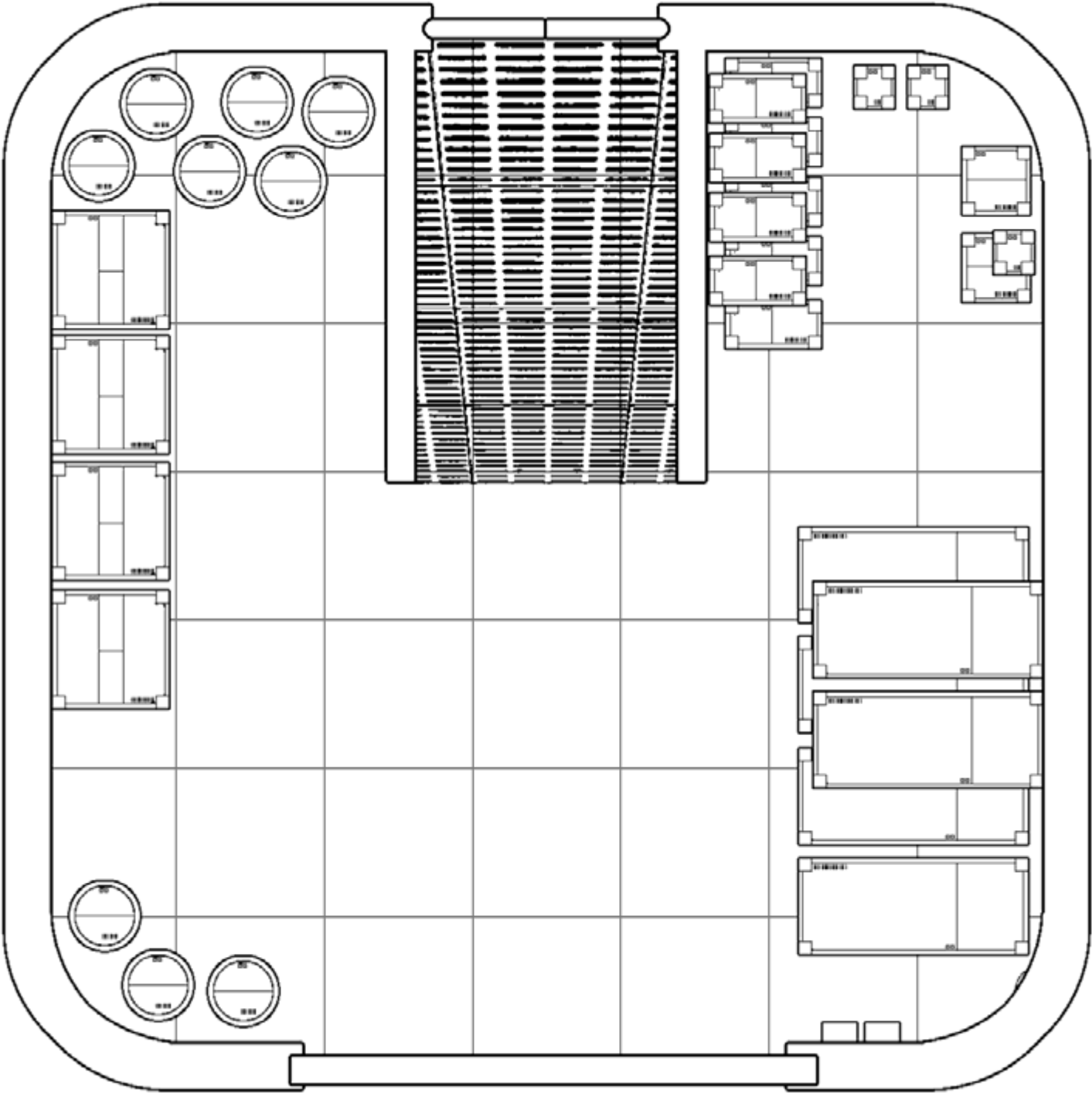
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CSS MORNINGSTAR



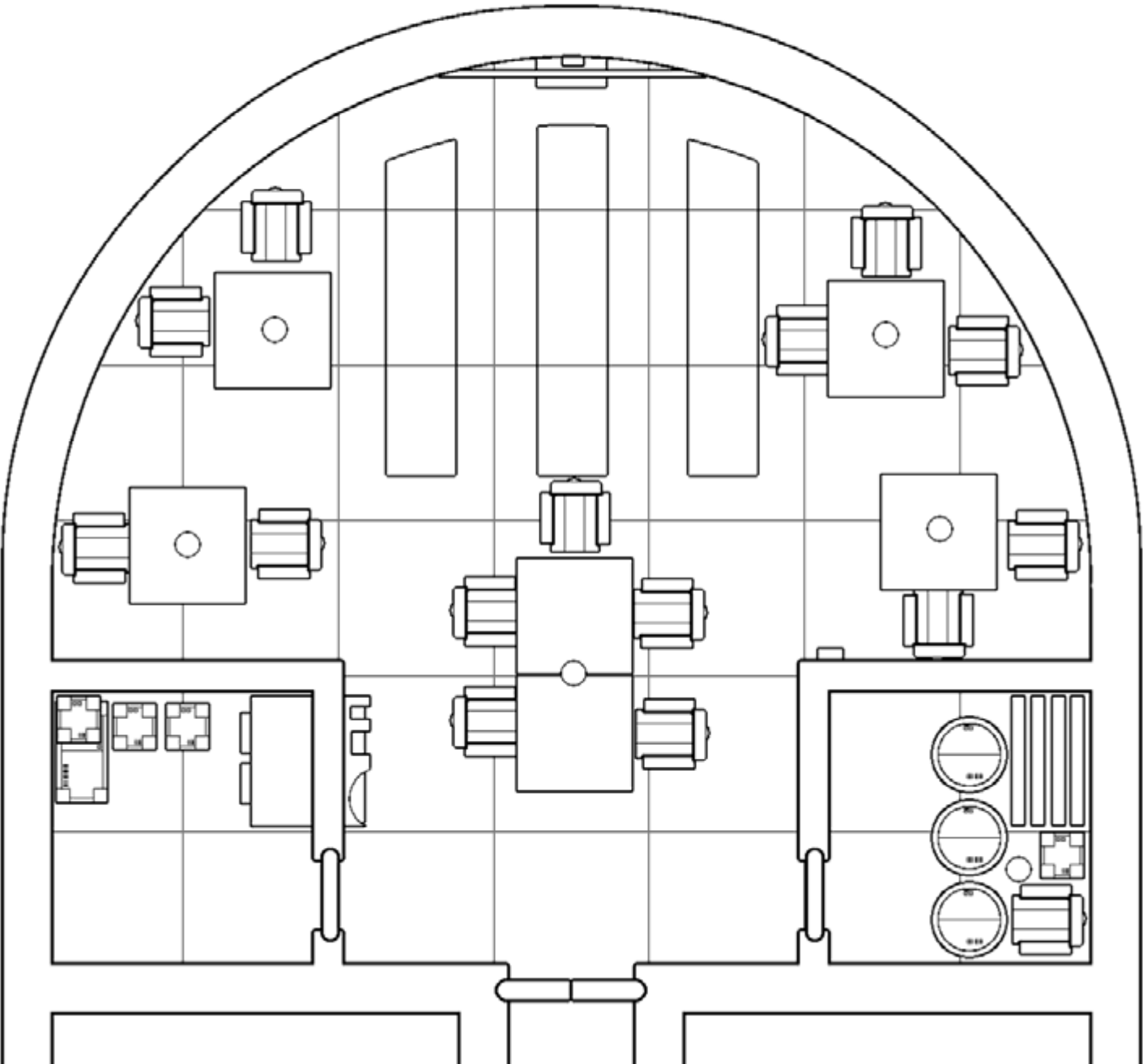
Lower Level

Cargo Hold

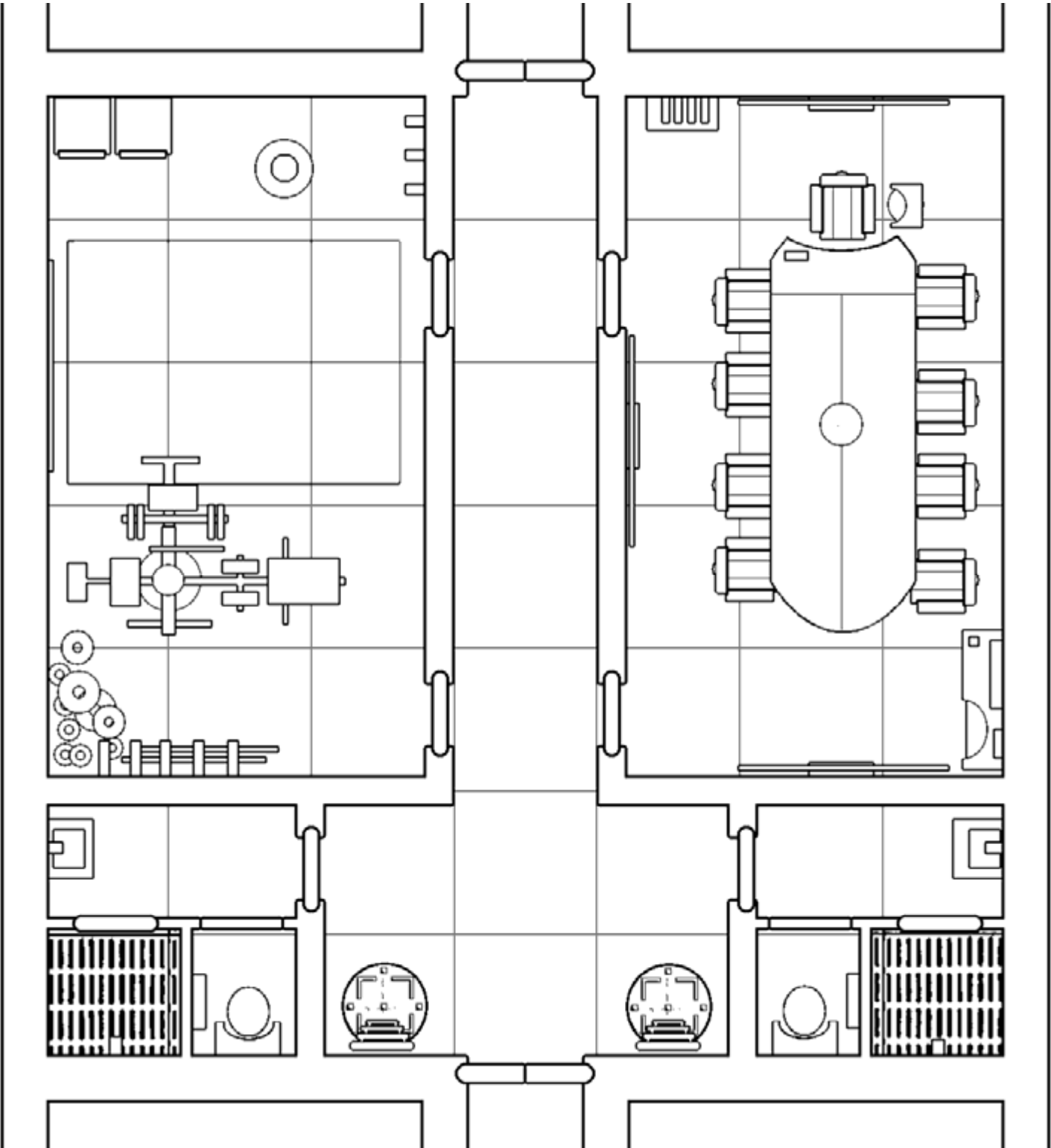


Mid Level

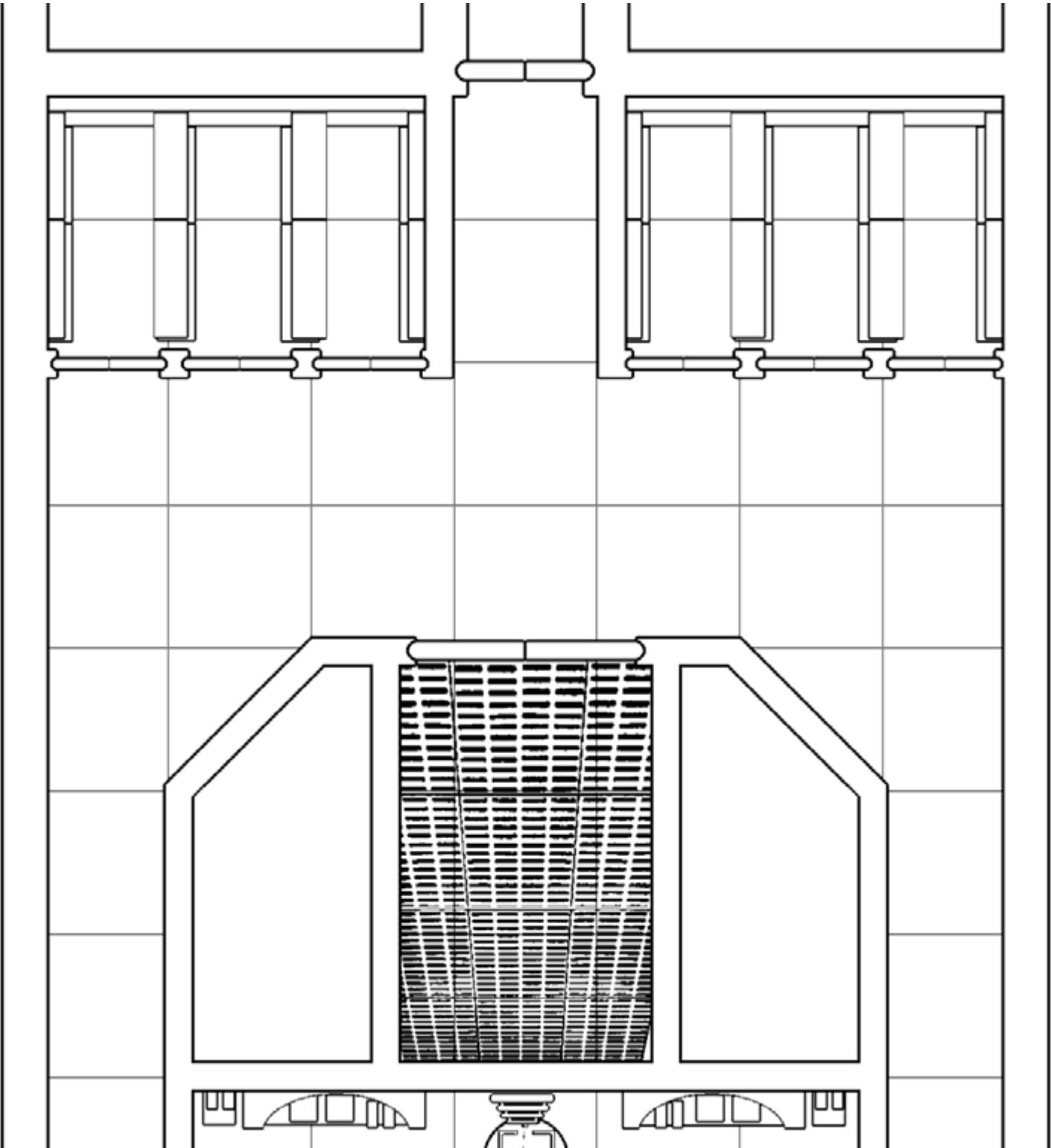
Lounge



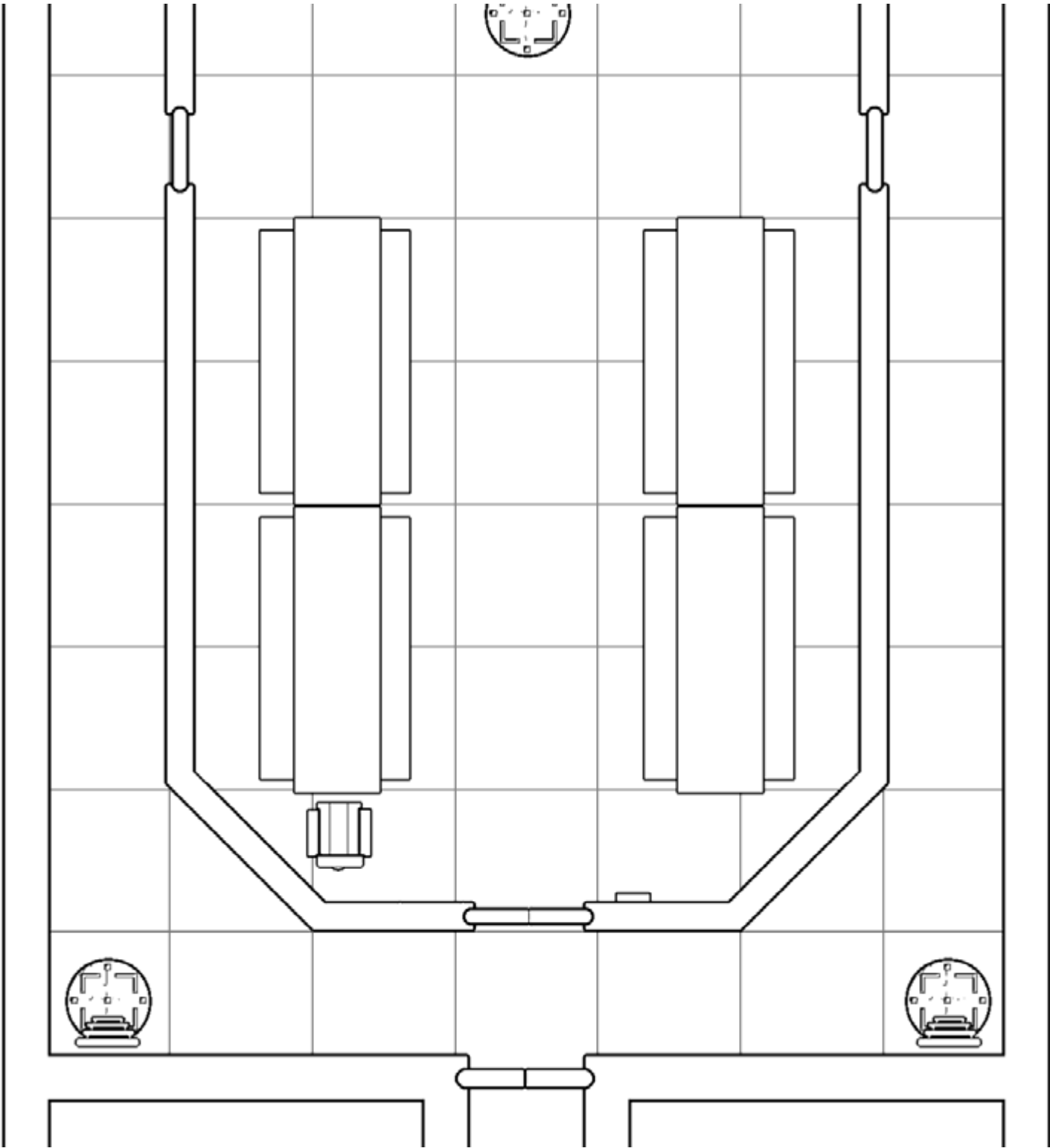
Rec. Room & Conference Room

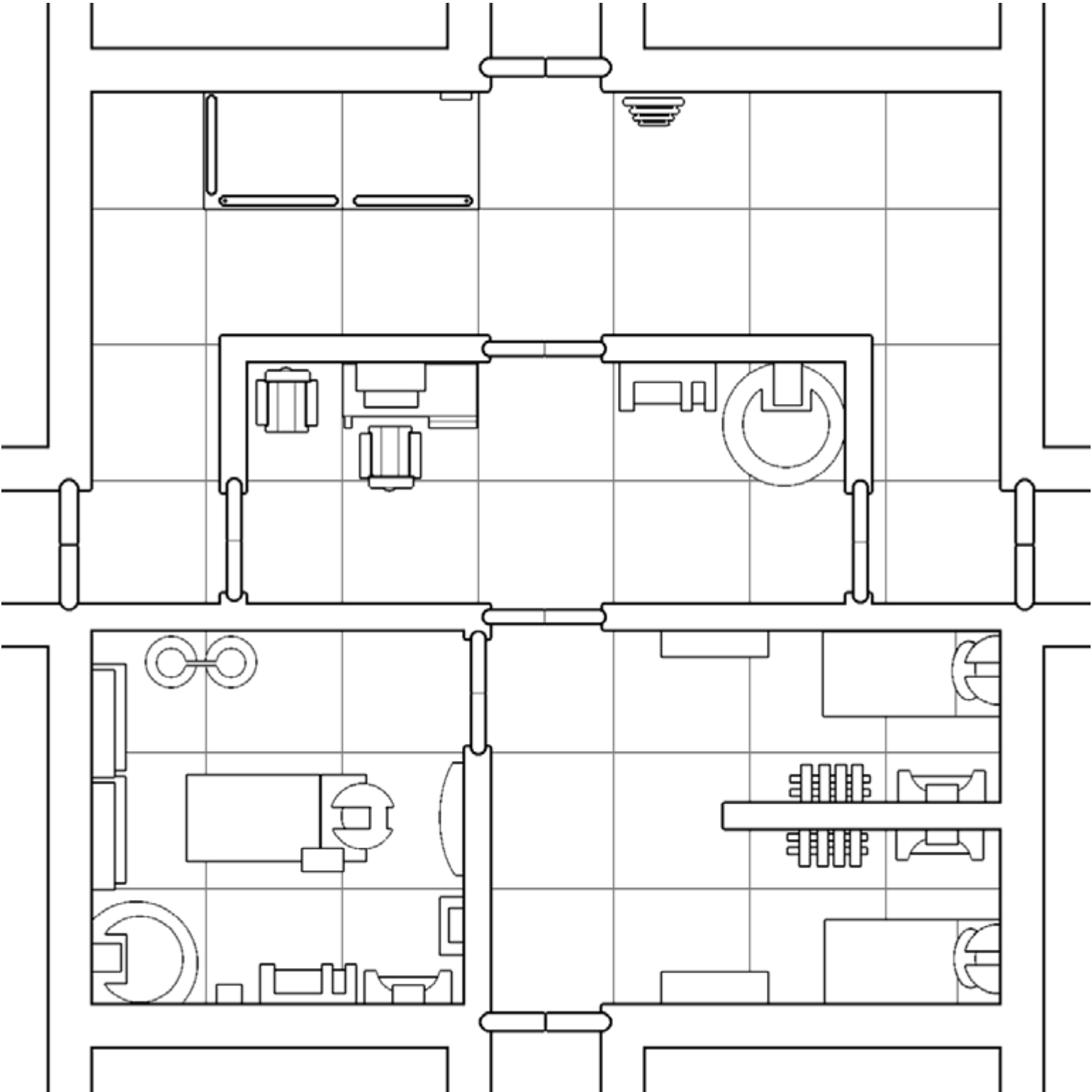


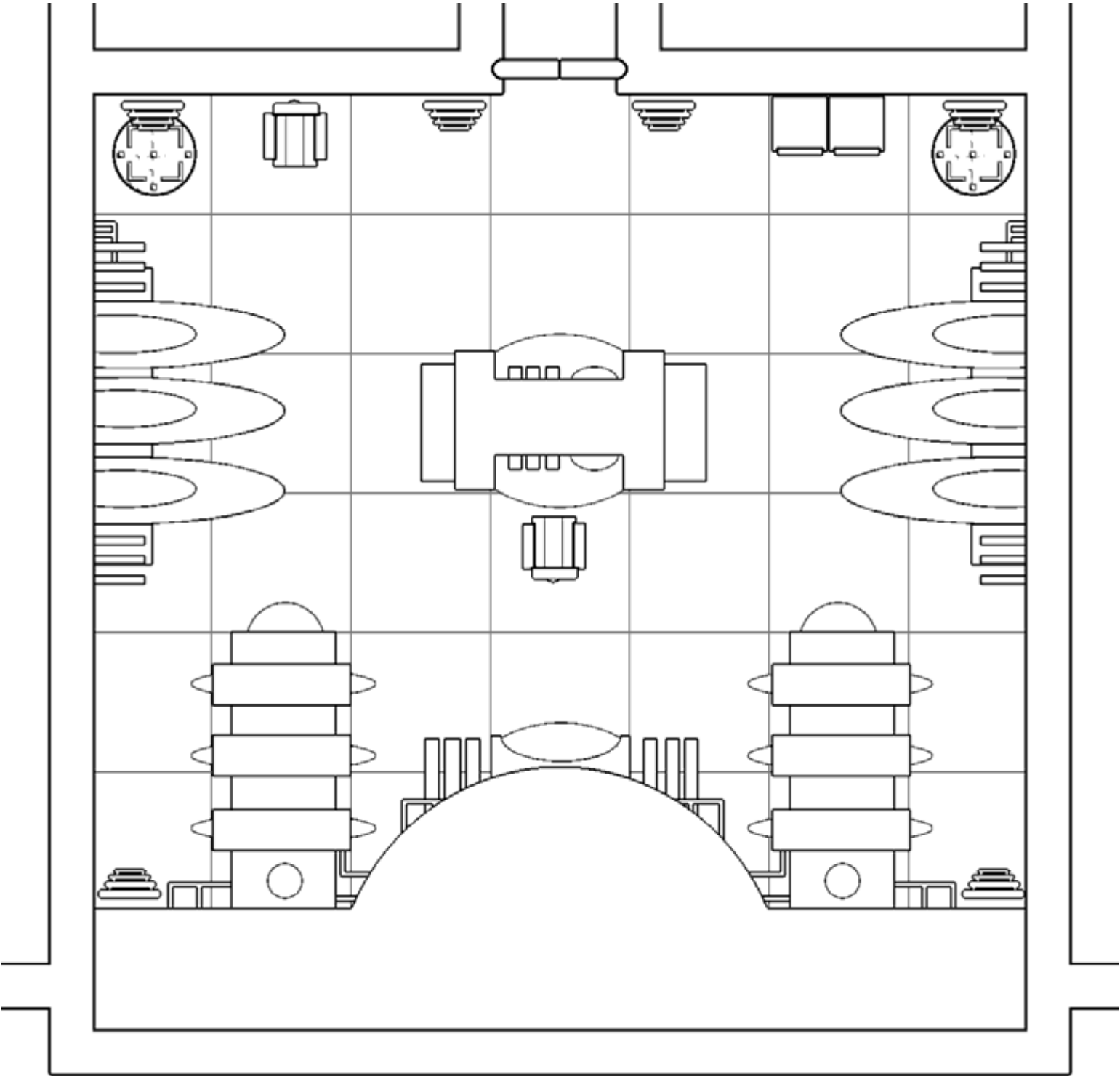
Weapon Lockers & Ramp



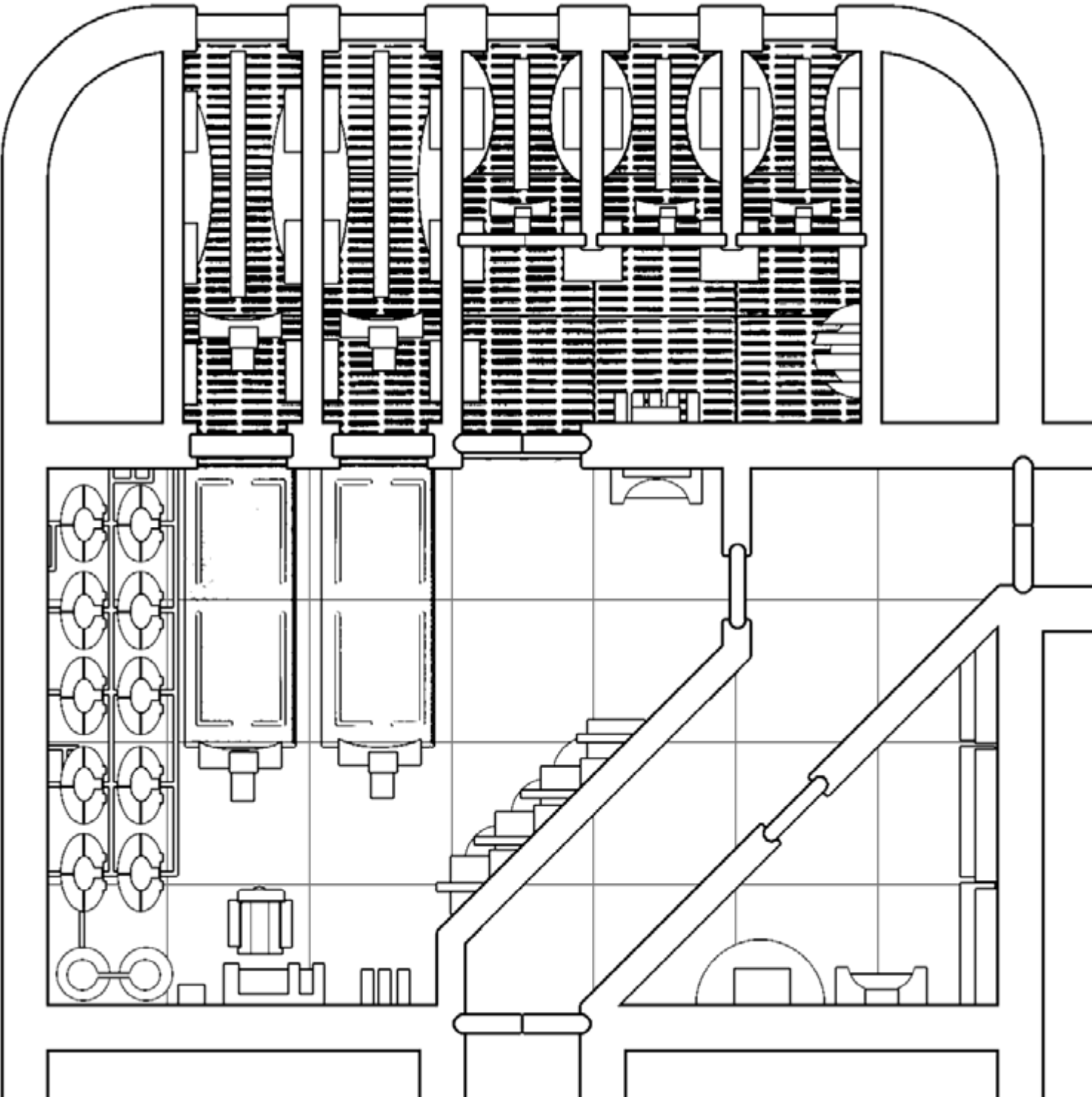
Galley



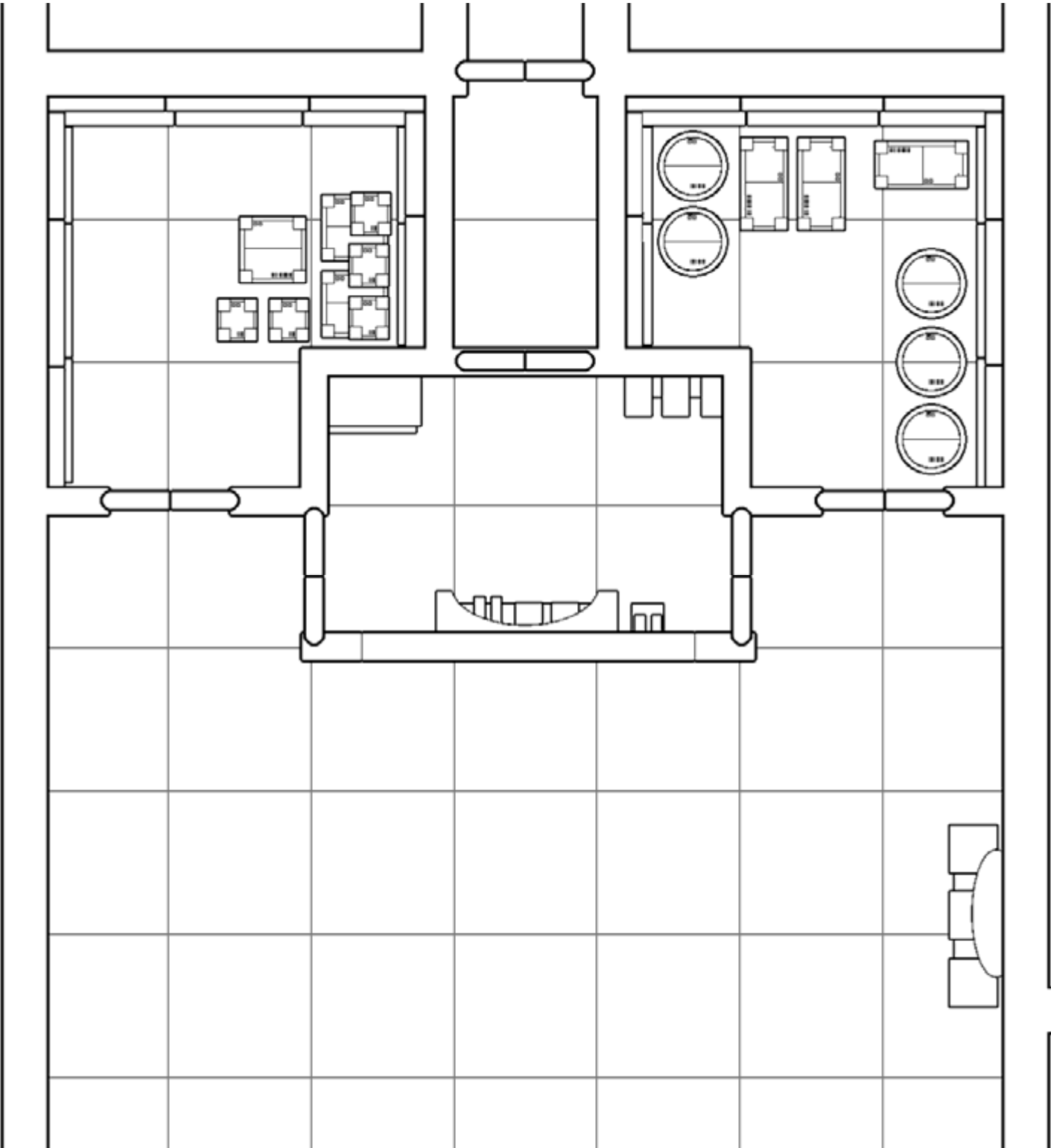


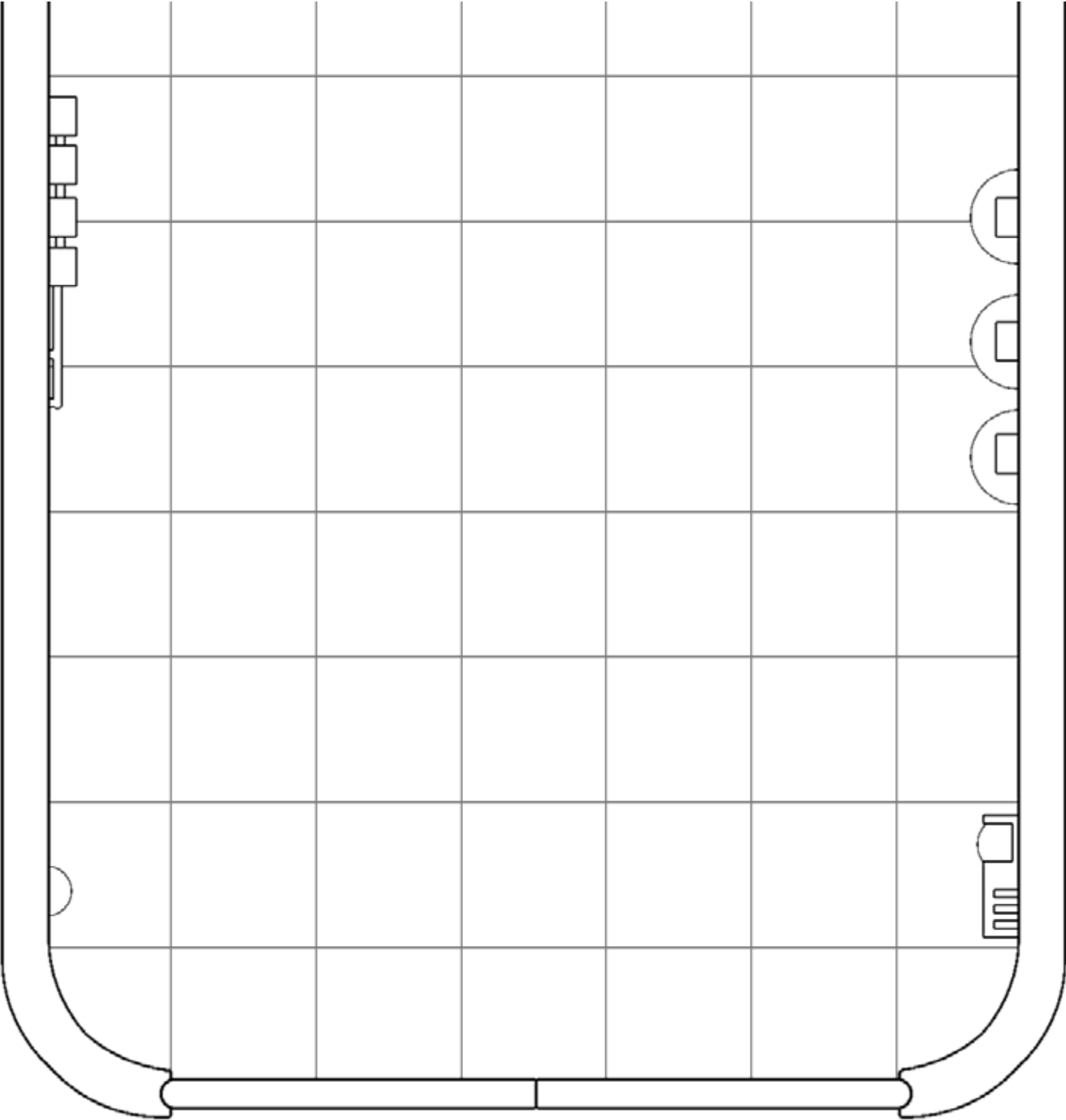


Port Nacelle
Launch Bay



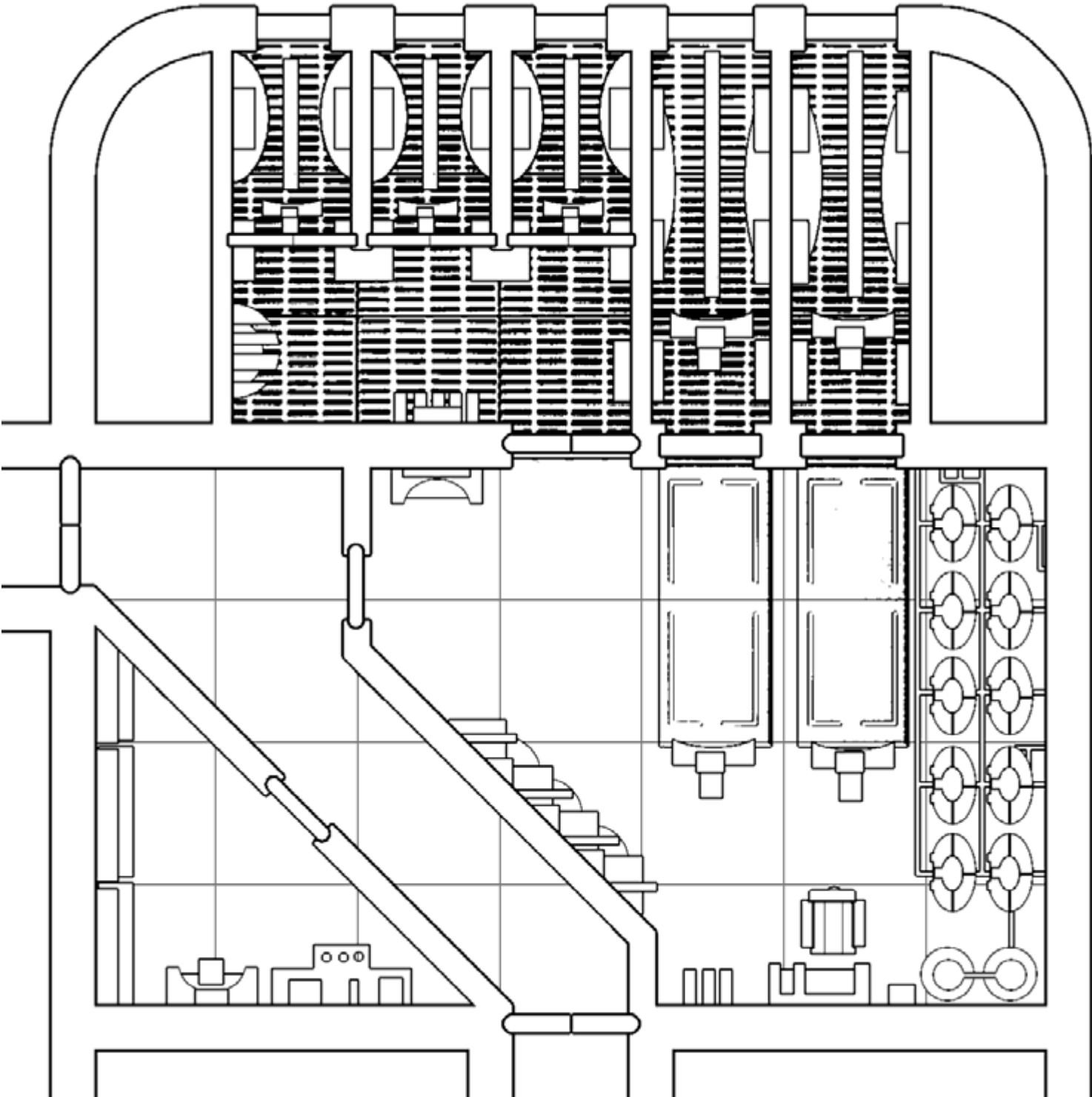
Hangar



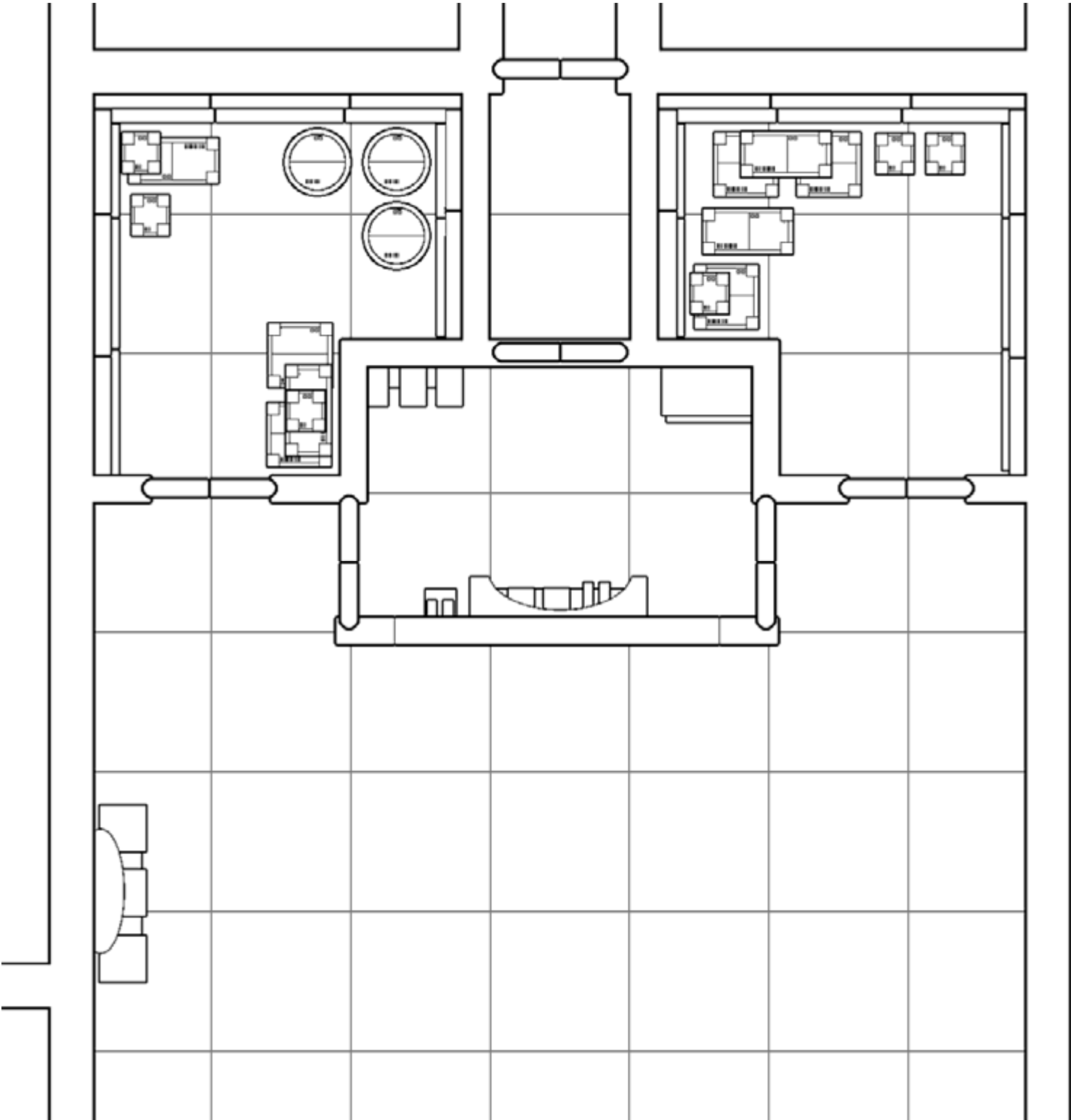


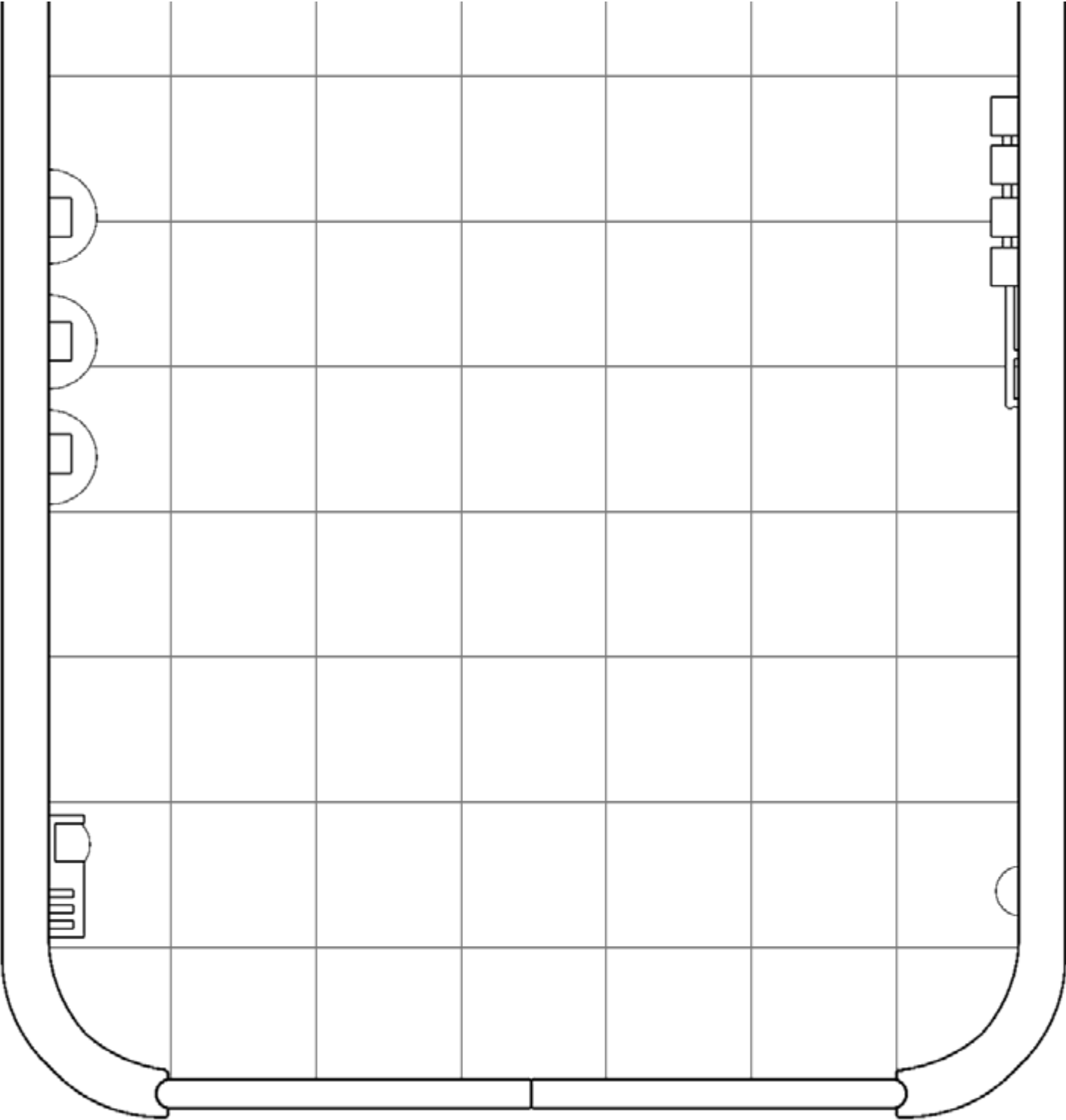
Starboard Nacelle

Launch Bay



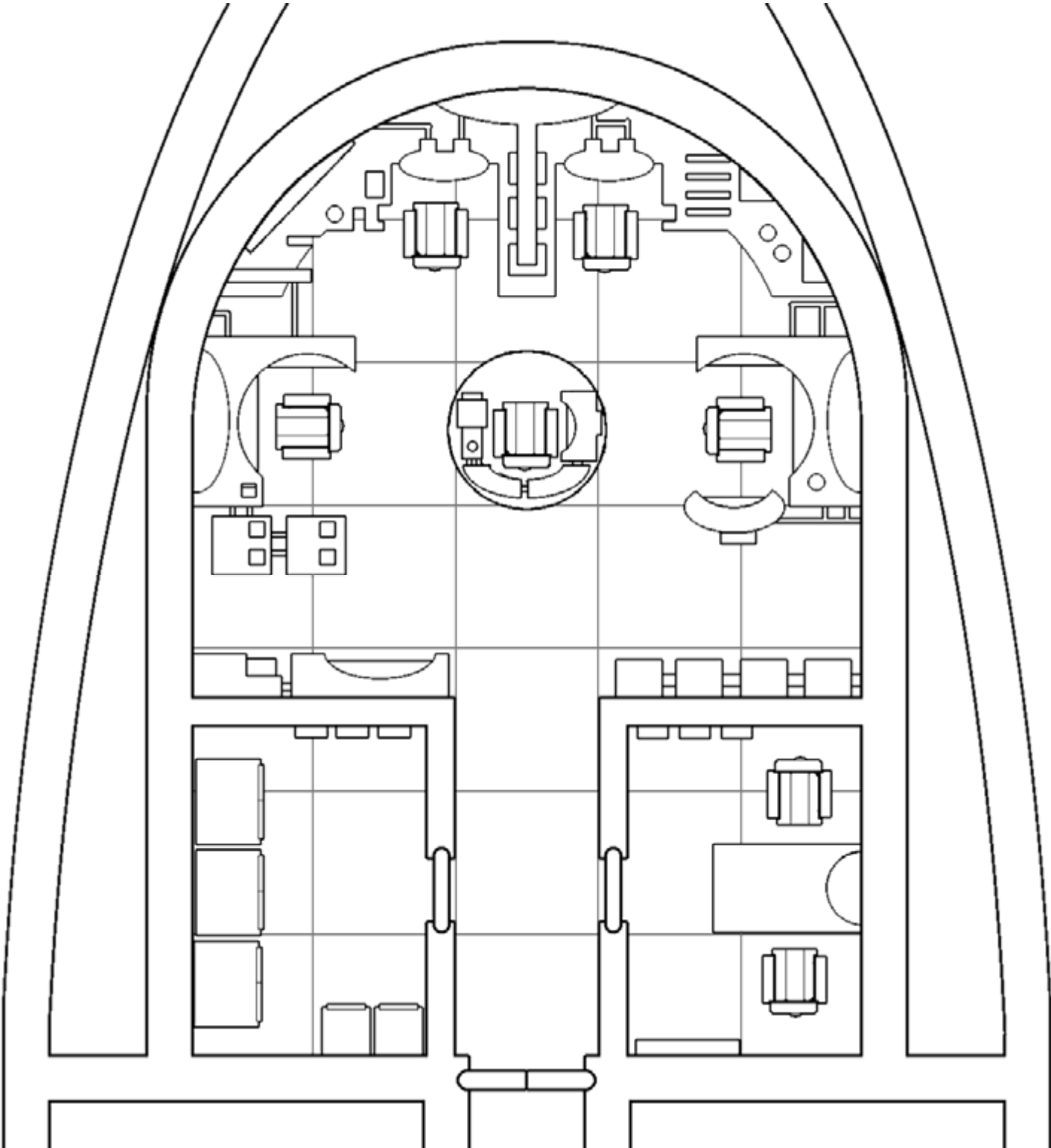
Hangar



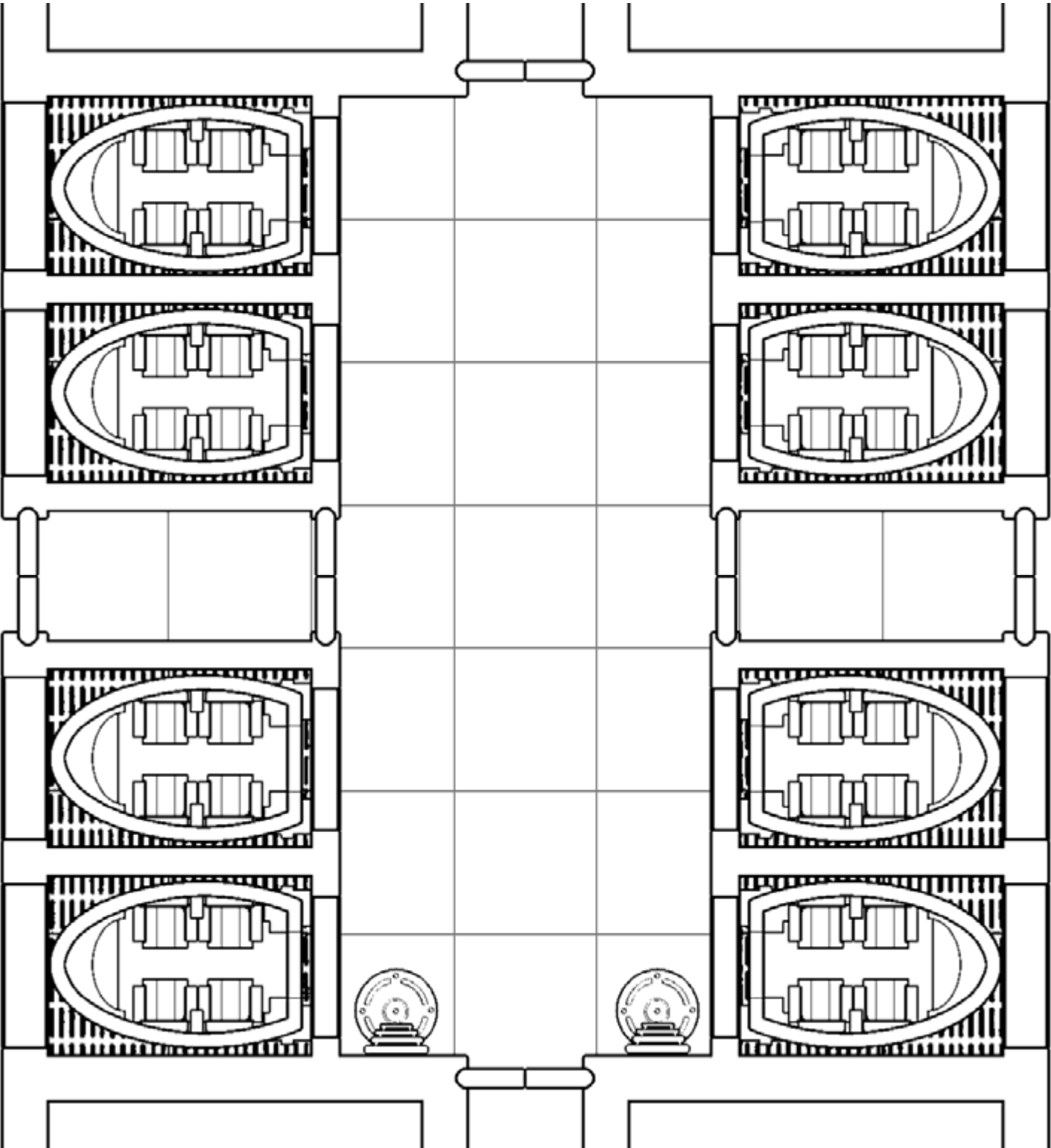


Upper Level

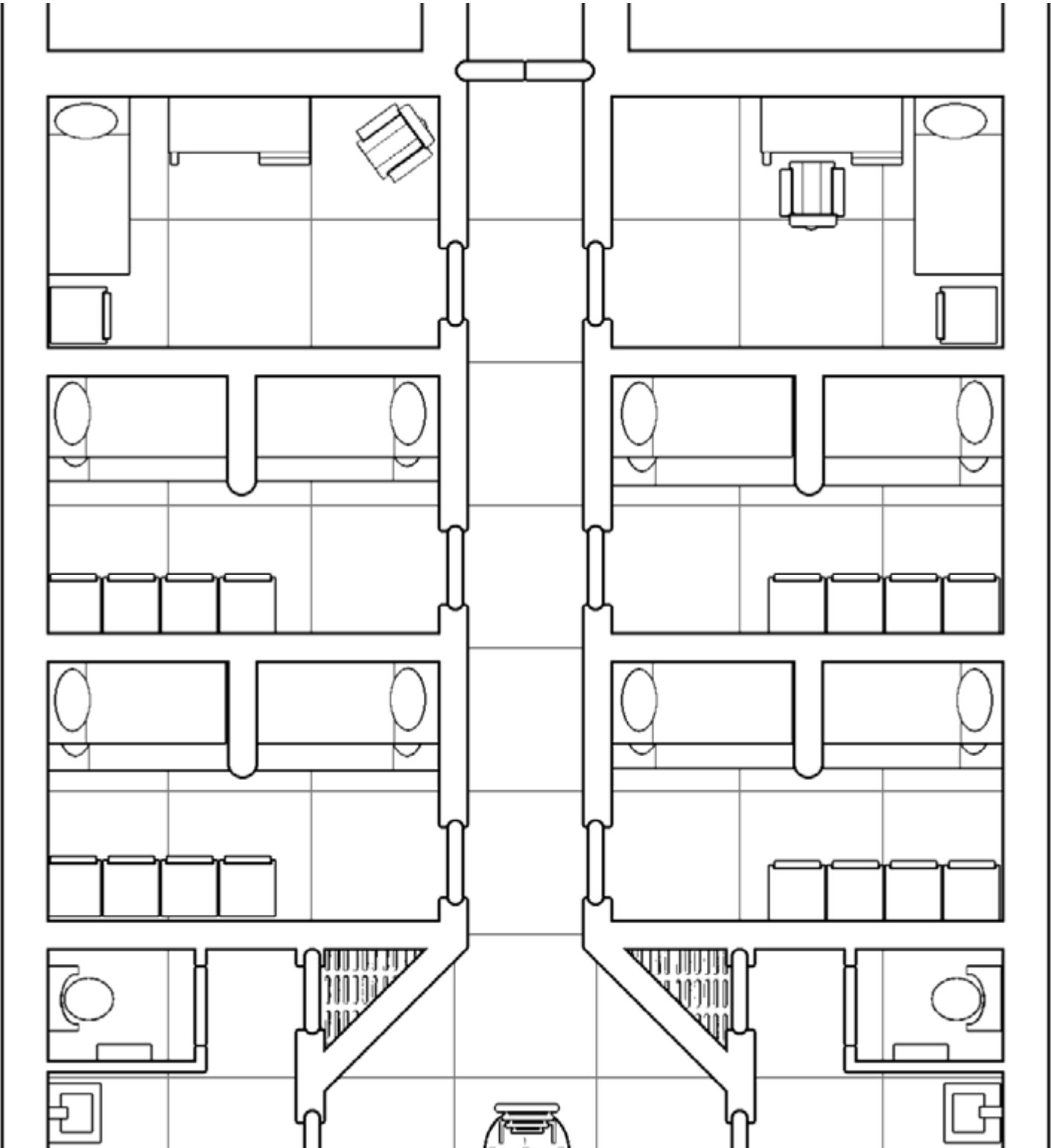
Bridge



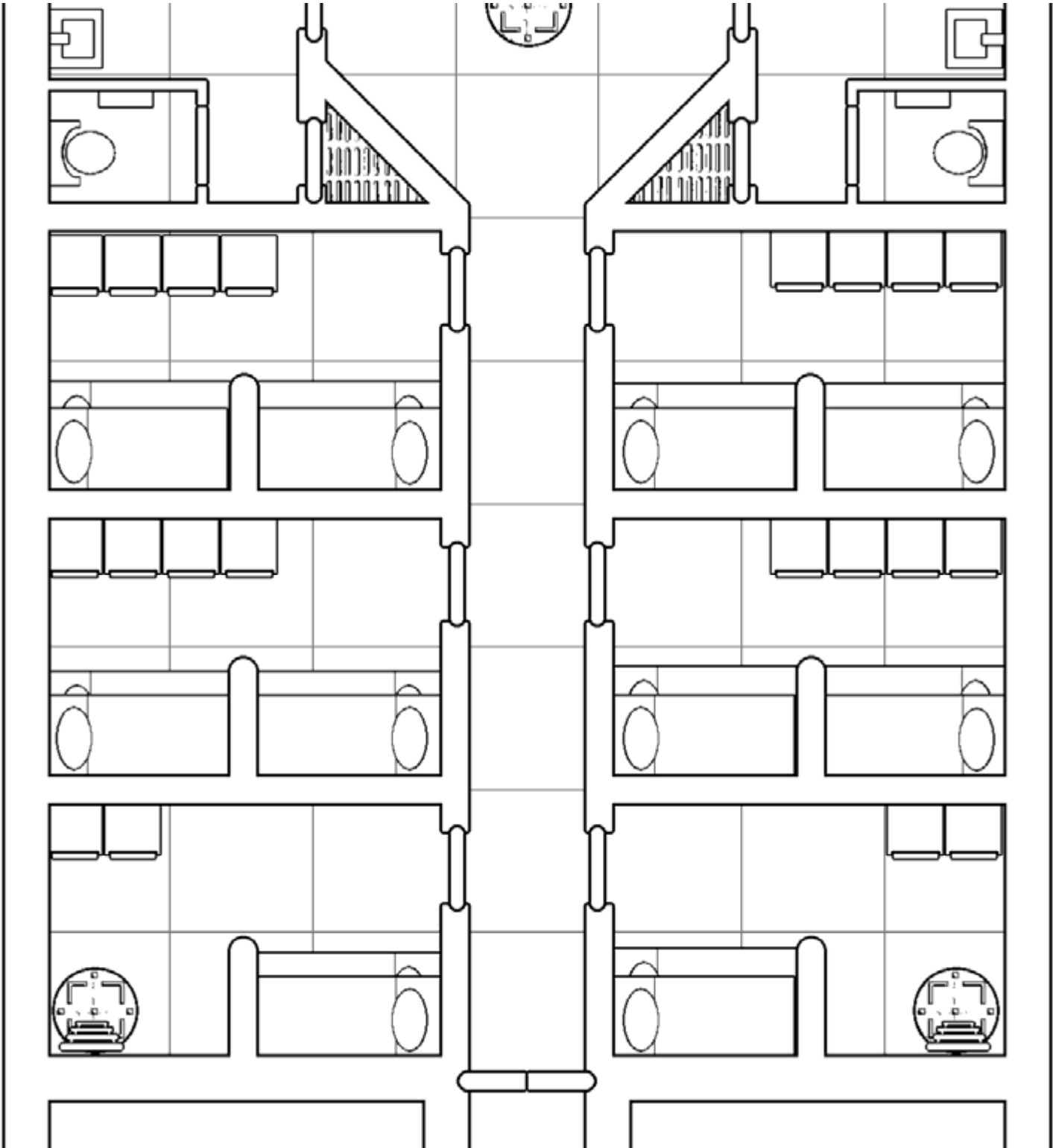
Escape Pods



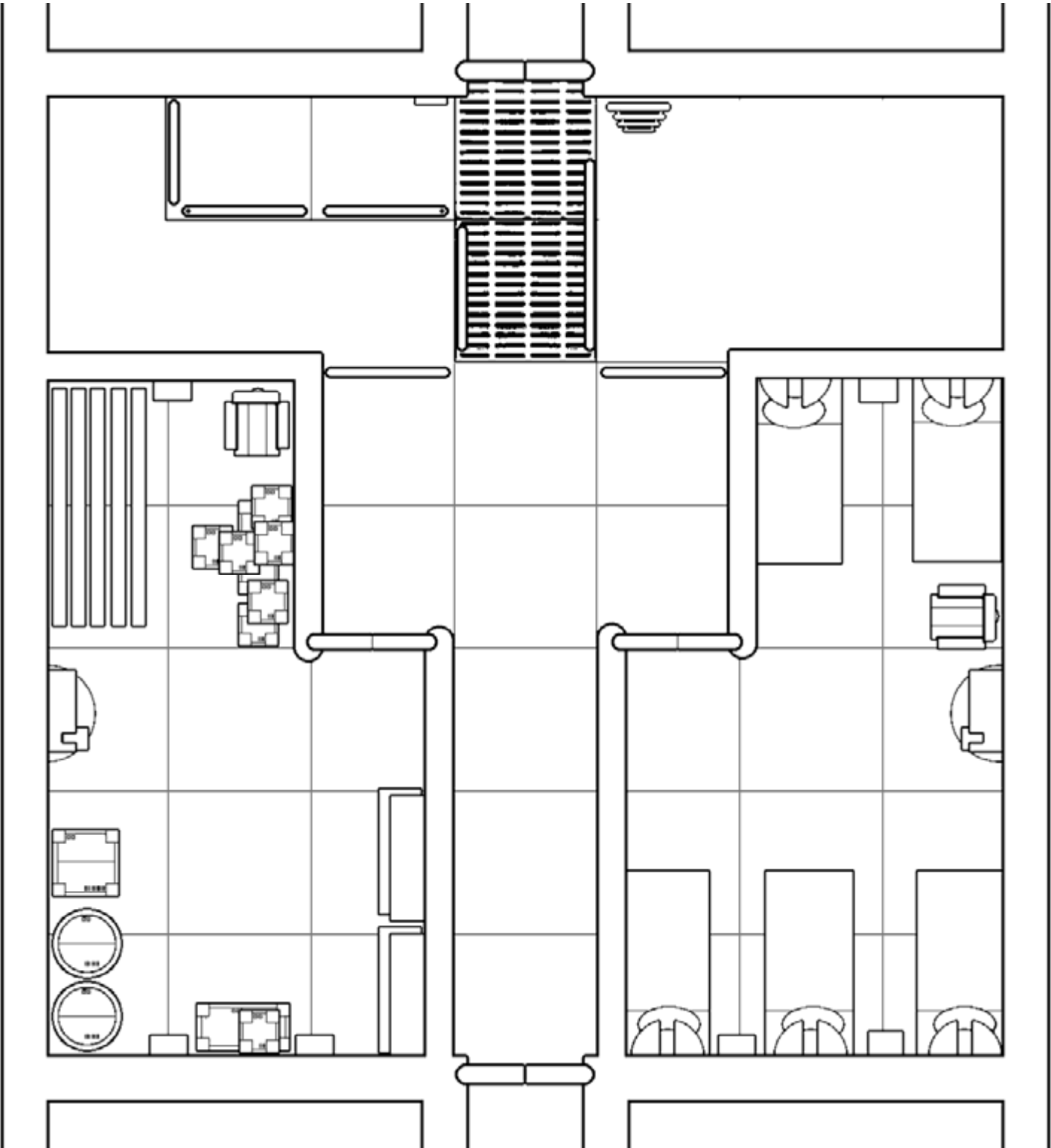
Crew's Quarters



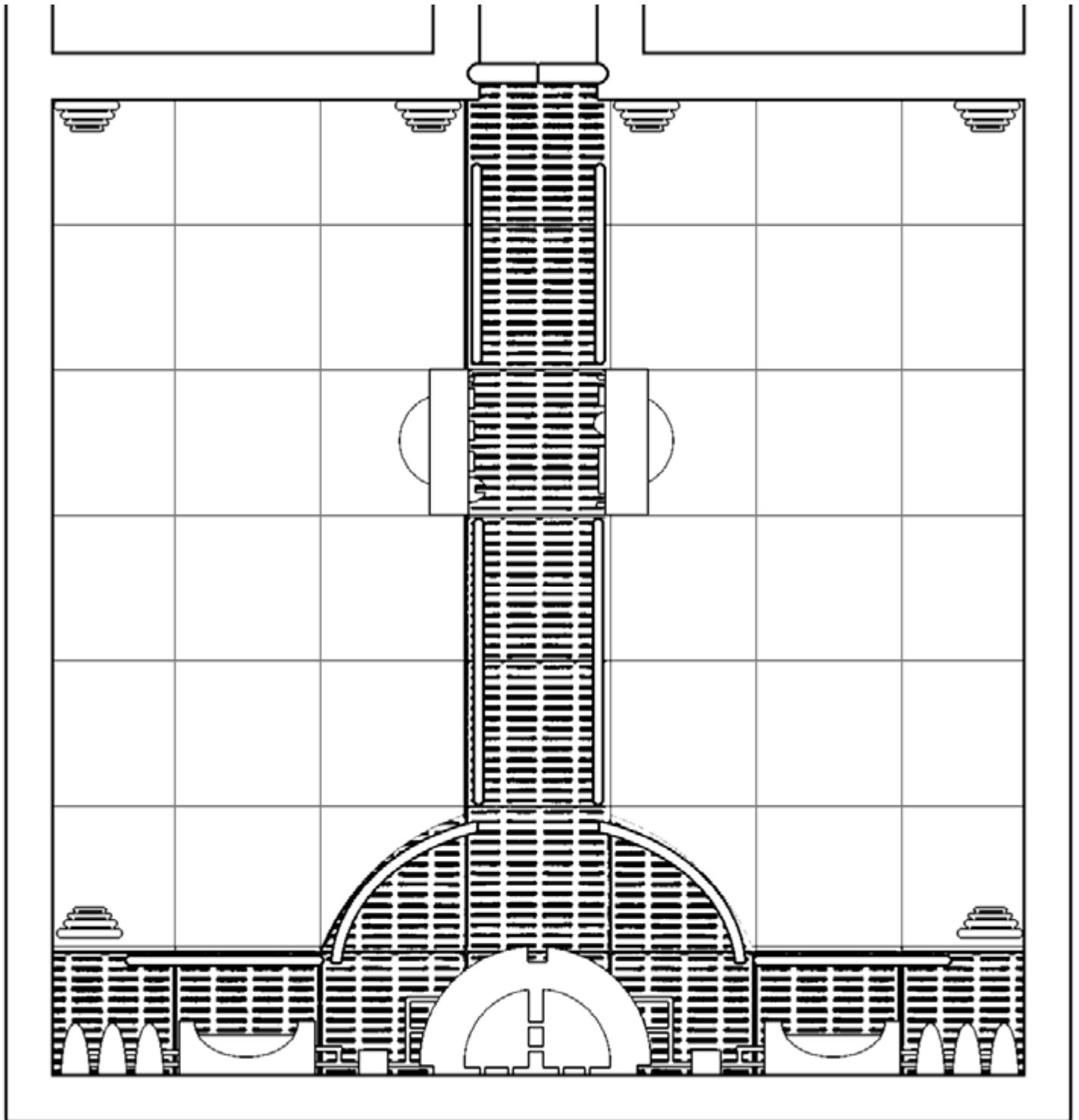
Crew's Quarters (continued)



Recovery Ward



Engineering (upper level)



Shuttle

